



**Richard Garriott**   
@RichardGarriott

Ultima IV, great as I believe it was, was a bit two dimensional, too easy to see the good and bad. I'd add more shades".

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**Mike From Woburn** @MikeFromWoburn · 20 nov. 2020

En respuesta a @RichardGarriott y @ultimadragons

If you had the space at the time, what would be the one thing you would put back into say Ultima 4?

2:11 a. m. · 21 nov. 2020 de Manhattan, NY · Twitter for iPhone

3 Retweets 75 Me gusta



**Owen Moogan** @owenmoogan · 21 nov. 2020

En respuesta a @RichardGarriott

Do you think that was an outcome of the medium when you were creating with it or story choices?



1



3



**Richard Garriott**  @RichardGarriott · 21 nov. 2020

Tackling a game of ethical parables, was a huge challenge. A revisit could be more "artfully" done.



1



6



## Personas relevantes



**Richard Garriott**   
@RichardGarriott

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Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!



**Mike From Woburn**  
@MikeFromWoburn

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Professional loudmouth. Amateur know it all. Formerly from Attleboro. All opinions here are my own unless anyone wants to take the rap for me.



**-==(UDIC)=-**  
@ultimadragons

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